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FIG. 3

LL	HL1	111.0
LH1	HH1	HL2
Lŀ	ł2	HH2

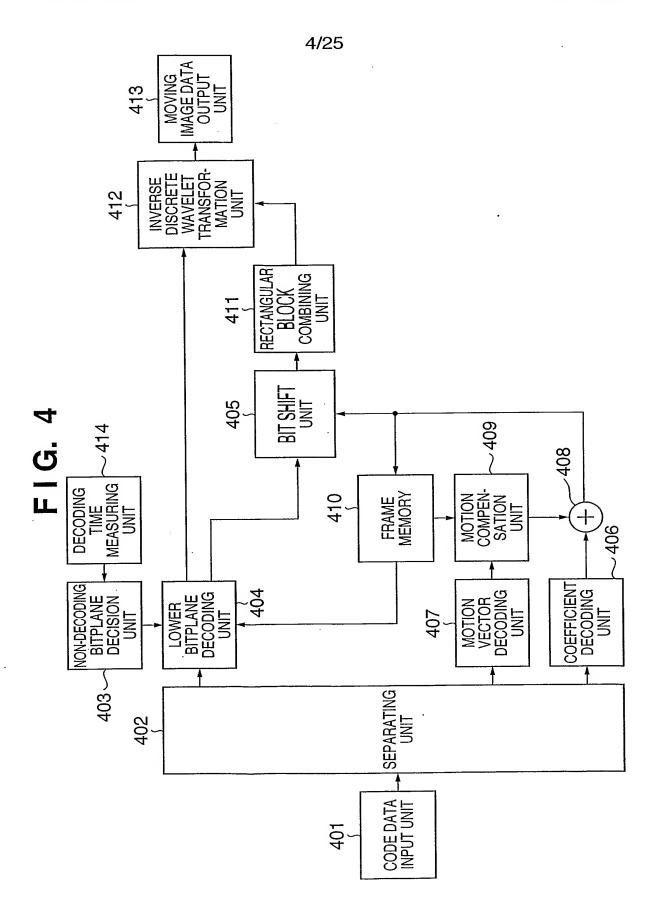


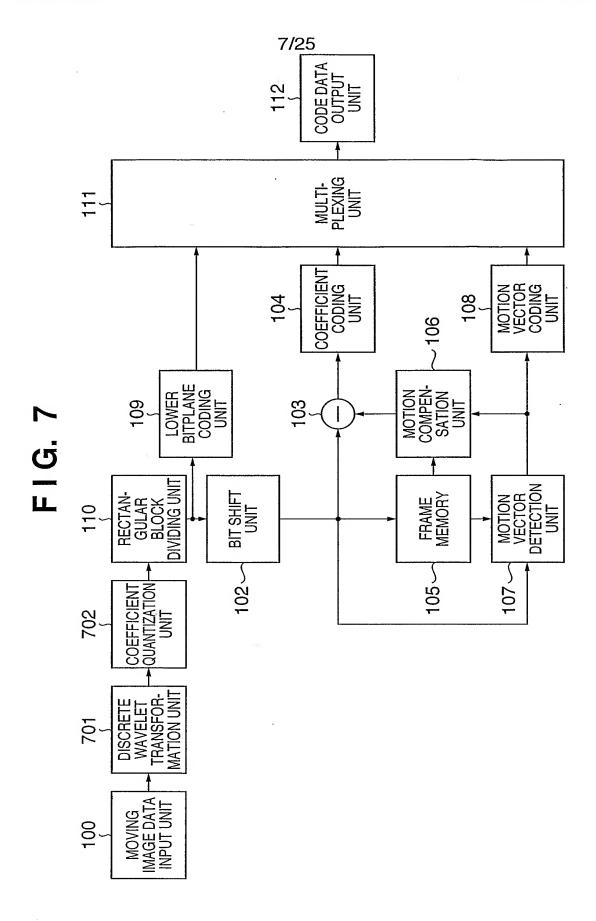
FIG. 5

	Wb	1		SUBBAND LL	
Hb	В0	B1	B2	В3	•••
	:				:
				Bn-1	Bn

FRAME TO BE CODED

REFERENCE FRAME

FIG. 6B TARGET BLOCK <u>, m</u> FIG. 6A MOTION VECTOR

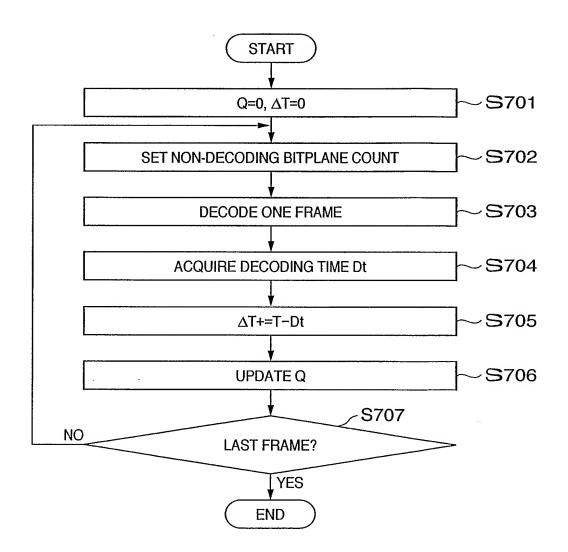


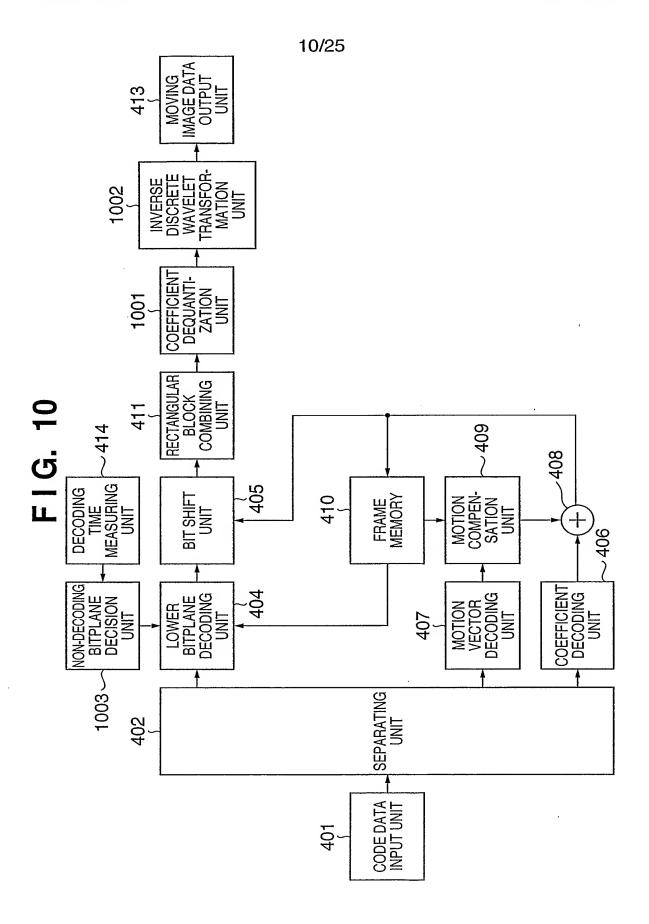
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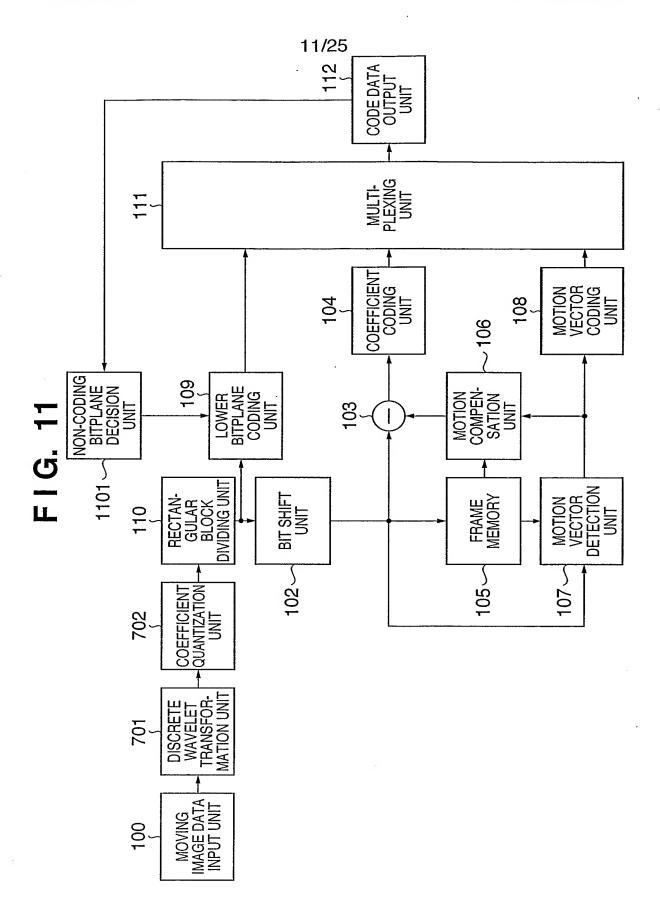
F G. 8

6	မ	9	9	5	3
8	9	9	9	5	. 2
7	9	9	9	. 4	2
9	5	5	5	4	2
· 2	2	9	2	3	-
4	7	4	4	3	
3	3	3	ઈ	2	0
5	2	2	2		0
-		-	•	0	0
0	0	0	0	0	0
SUBBAND/Q FACTOR	HH2	нг2(гн2)	开	HL1(LH1)	П

FIG. 9







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FIG. 12

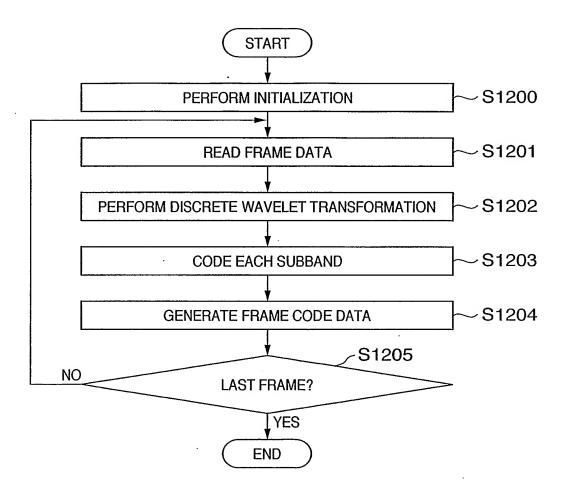


FIG. 13

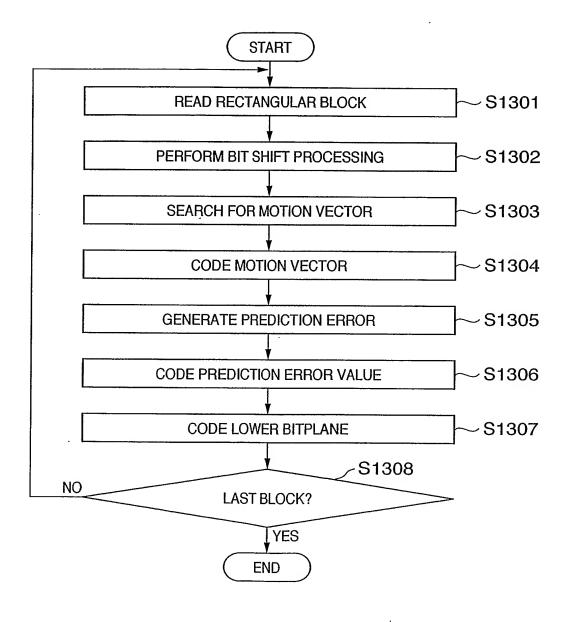


FIG. 14

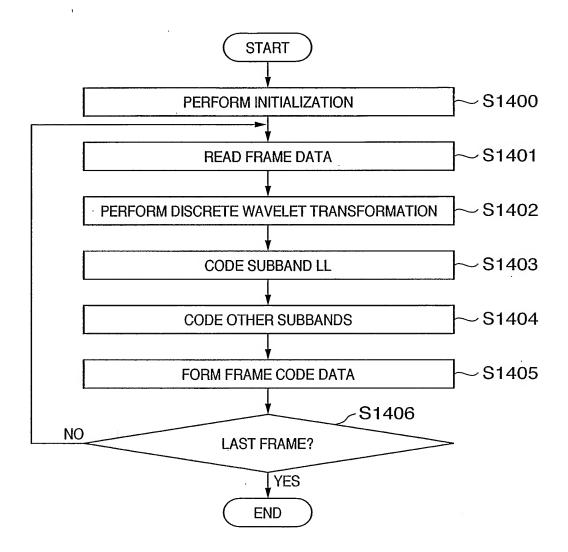
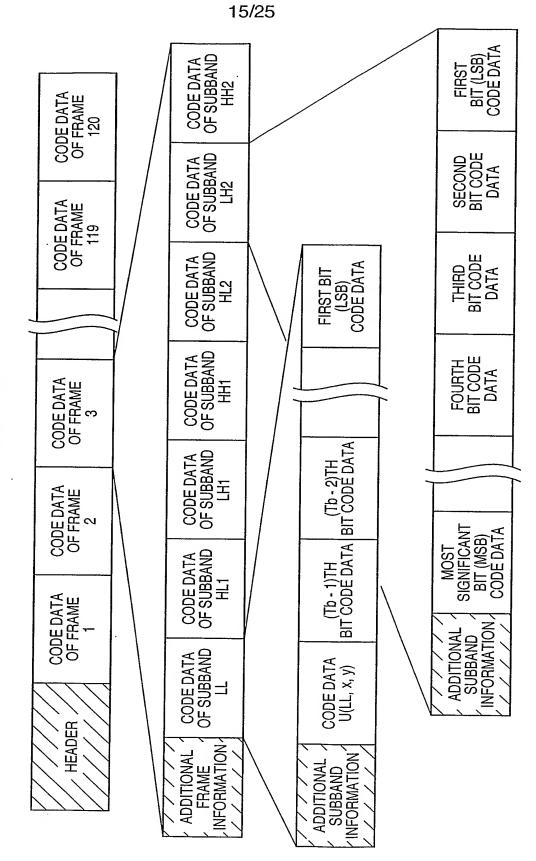


FIG. 15

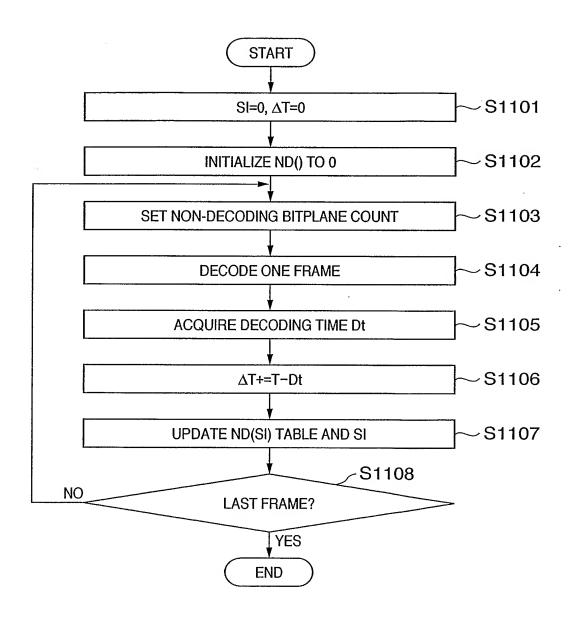


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FIG. 16

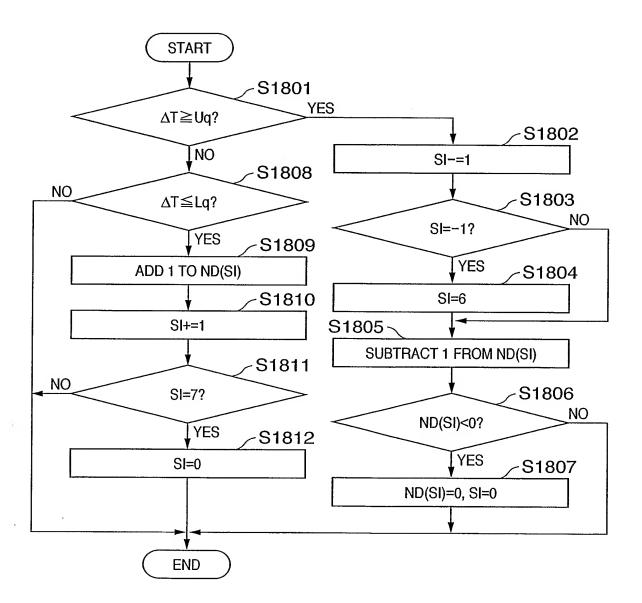
						7-	
NON-DECODING BITPLANE COUNT ND(SB)	-		-		0	0	0
SUBBAND SB	HH2	LH2	HL2	壬	H	H.	1
INDEX '	0	-	2	3	4	5	9

FIG. 17



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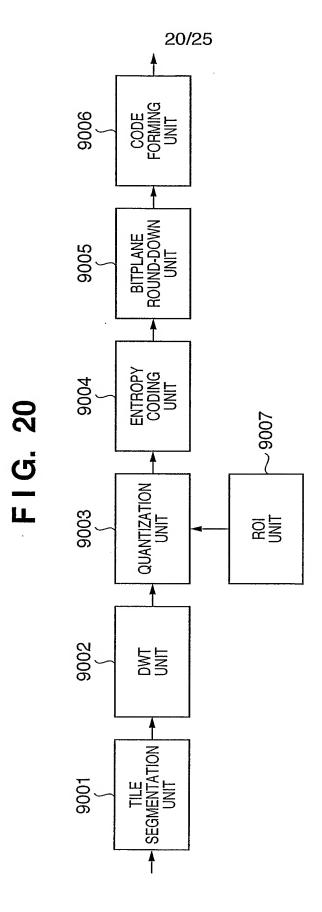
FIG. 18

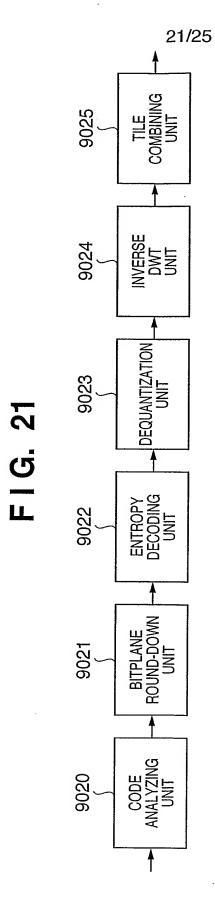


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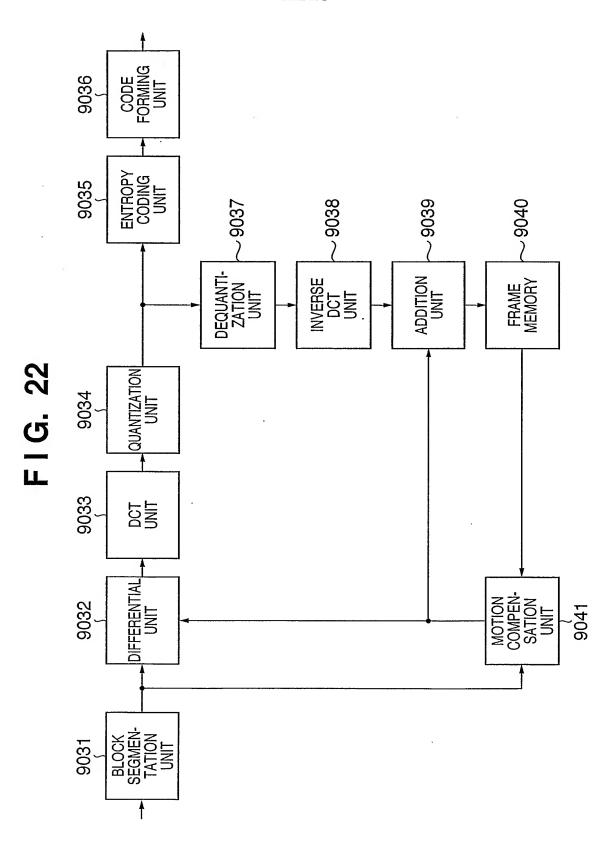
FIG. 19

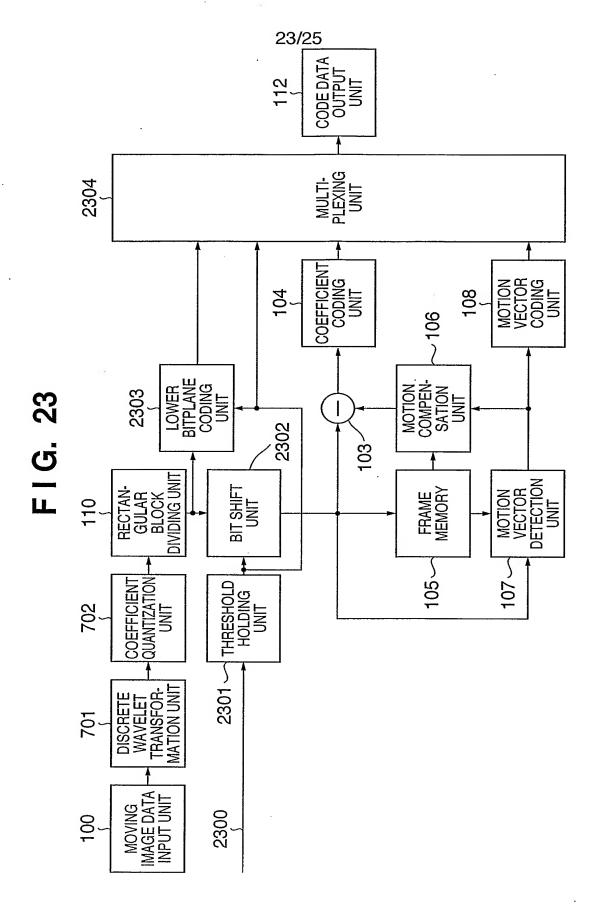
SUBBAND INDEX SI	SUBBAND S
0	HH2
1	LH2
2	HL2
3	HH1
4	LH1
5	HL1
6	LL





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FIG. 24

SUBBAND Sb	THRESHOLD TB(Sb)	
HH2	6	
LH2	4	
HL2	4	
HH1	4	
LH1	2	
HL1	2	
LL	0	

